

STRANGE BREW

Book of Shadows



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Strange Brew

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The Book of Shadows

New Witch Spells

All spells available to witches are also available to warlocks. This section assumes the use of the ritual magic rules from the *Pathfinder® Roleplaying Game: Occult Adventures™* book.

0-LEVEL WITCH SPELLS

Analyze Fertility: Gain instant insight into the reproductive capabilities of the target.

Black Flames: Creates flames that produce heat, but no light.

Detect Pregnancy: Learn if creature touched is pregnant and how far along it is in its pregnancy.

False Glamour: Makes a solid object appear to be an illusion.

Quick Sleeping: Puts willing target to sleep.

Quick Waking: Wakes target up from normal sleep.

Sobriety: Completely eliminate the effects of inebriation from one creature.

1ST-LEVEL WITCH SPELLS

Biting Blade: Enchant a blade to cause an extra 1d8 slashing damage.

Bless Growth: Improves growth of plants, adult creature, or mother.

Blight Growth: Detracts growth of plants, adult creature, or mothers.

Block the Seed: Prevents pregnancy for occurring in or by the target.

Calling Candle: send thoughts to a target to contact the caster.

Candle of Return: Person known to the caster can find their way to the caster.

Conception: Guarantees that on next attempt the target will conceive a child.

Confuse Familiar: The target returns to behaving like a normal animal for the duration of the spell.

Dowse: The caster can locate items, typically water or edible foodstuffs.

Enhanced Taste: Makes target's tasting ability more sensitive.

Feral Spirit: Deal 1d4+1 points of damage in a similar fashion to the caster's familiar.

Fey Sight: Allows the target to see like a fey creature.

Ghostly Slashing: Causes 1d4+1 per level slashing damage.

Glamour: Makes target appear more attractive or ugly.

Harmony Candle: Mutual *charm person* is in effect when lit.

Irritate Sleeper: Curse a sleeping space to cause its user to have a restless sleep.

Moonstone: Creates a magic stone to affect luck.

Pop Corn: Corn pops in area, slowing creature and affecting spellcasting.

Prosperity Candle: +5 circumstance bonus on any financial dealings.

Rites of Passage*: True Ritual. Witch blesses social, psychological, or spiritual growth.

Shattering the Hourglass: The witch's body changes its age.

Silver Tongue: The target becomes a more convincing liar.

Sonic Scream: 2d4 sonic damage, deafens for 1d6 rounds.

2ND-LEVEL WITCH SPELLS

Agony: Create blinding pain for one creature.

Air Skates: Creates a small cushion of air under the spellcaster's feet.

Analgesia: Negates any and all penalties associated with physical abilities.

Beguile: As *charm person*, except target is romantically inclined towards you.

Blast Shield: Absorbs damage from blast spell effects.

Candle of the Wise: Burning the candle increases Wisdom score by 1d4+1.

Chills: The target becomes sensitive to cold-based attacks.

Clothes of the Emperor: Creates illusory set of clothes.

Cloud Runes: Inscribe runes out of water vapors.

Dance Macabre: Will save or dance till shaken.

Death Armor: Skin becomes acidic, 2d6 acid damage when touched.

Defoliate: Slays minor vegetation, causes 1d8 per level to plant creatures.

Discord: Hidden hostilities become prevalent.

Ears of the Bat: Removes sight but increases hearing, +10 on Perception checks to listen, +4 to find secret doors.

Ecstasy: Pleasure so intense the target is incapable of action.

Elemental Armor: +4 AC bonus, resistance against energy type 15.

Escape of the Snake: Body becomes flexible, +10 bonus to Escape Artist checks.